

**Amendments to the Specification**

Please replace the paragraph beginning at page 4, lines 1 through 6 with the following amended paragraph:

One multithreaded computer uses fine-grained multithreading, which is different from SMT, and addresses the synchronization problem with a hardware retry which traps the thread after some number of failures and deschedules it. This is described in “Exploiting Heterogeneous Parallelism on a Multithreaded Multiprocessor,” 1992, which can be found at [www.tera.com/www/archives/library/psdocs.html](http://www.tera.com/www/archives/library/psdocs.html) the tera.com web site archives (i.e., [archives/library/psdocs.html](http://www.tera.com/www/archives/library/psdocs.html)).

Please replace the paragraph at page 4, lines 12-19 with the following amended paragraph:

Many papers have been published about Simultaneous Multithreading. For a fairly complete list, see [www.cs.washington.edu/research/smt/](http://www.cs.washington.edu/research/smt/) the website [cs.washington.edu/research/smt/](http://www.cs.washington.edu/research/smt/). The University of Washington has done much work on efficient synchronization on SMT. See, for example, “Supporting Fine-Grained Synchronization on a Simultaneous Multithreading Processor,” 1995, available at [www.cs.washington.edu/research/smt/papers/hpca.ps](http://www.cs.washington.edu/research/smt/papers/hpca.ps) the website [cs.washington.edu/research/smt/papers/hpca.ps](http://www.cs.washington.edu/research/smt/papers/hpca.ps). A longer version of the paper, UCSD CSE Technical Report #CS98-587, is available at [www.cs.washington.edu/research/smt/papers/smt.synch.ps](http://www.cs.washington.edu/research/smt/papers/smt.synch.ps) the website [cs.washington.edu/research/smt/papers/smt.synch.ps](http://www.cs.washington.edu/research/smt/papers/smt.synch.ps)